



BATTLETECH

350

**ALPHA STRIKE
TOURNAMENT RULES**



WNRP
WOLFNET RADIO PODCAST

V 2.3

INTRODUCTION

What follows are the rules around conducting and constructing a 350 point Alpha Strike "Army" and competing with that Army through a battery of scenarios vying for the top spot among other participants.

What is the 350 Alpha Strike Tournament format?

It is a core set of rules to be used in casual pick up games or in a tournament setting, where winning objectives overrule the simple destruction of the opponents' Armies.

What are 350 point armies?

This represents the total forces you have brought to compete in the various scenarios listed inside this booklet. This Army should include a variety of Infantry, Battle Armor, Vehicles, and BattleMechs. Each scenario could require additional combined Arms Support or has certain strategic advantages to taking and using Combined Arms.

250 vs 350?

Each player brings 350 points worth of units that make up their Army. Each scenario has a 250 point value maximum. So players must choose 250 points out of the 350 points they brought to the tournament to successfully achieve the objectives for each of the 8 scenarios. This is where bringing a well rounded 350 point army that can handle multiple roles is good practice.

Why do we need an Alpha Strike Tournament Format?

We believe that the Battletech Community would benefit from a centralized rule structure that would not only allow for large Tournaments to take place, but also be completed in a timely manner. These rules are also in place to offer a balanced approach to creating an "Army" that anyone can take to any Game Store and compete in a friendly game that does not require any additional setup time, era and technology discussion, or Point Value (PV) adjusting. With these rules, every 350 point Army is already balanced and ready to play the minute the terrain is set up. We believe this will bring the community even closer together than it is now, and expand the player base to reach new heights.

We all hope you enjoy this new way to competitively play Battletech: Alpha Strike. Be competitive but most importantly, remember to have fun!

Sincerely,
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Common Terms

Army:

An Army refers to all the units you have brought that conforms to the army construction rules. These units are what you will use during your game or throughout a tournament.

AS:CE:

Abbreviation for the rulebook "Alpha Strike: Commanders Edition" Current printing is 6th Edition.

Contested:

If both players have units overlapping any part of an OAT in the End Phase, the OAT is considered to be contested.

Crippling Damage:

When a unit meets any of the following criteria, half the units PV is calculated into the MOV score at the end of each scenario.

The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up) . If the unit possesses only one point of Structure to begin with, once all armor is removed it is considered crippled.

The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks . This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.

The unit has been immobilized through damage, critical, and or motive hit effects.

Errata:

These are rules that have been updated or clarified between printings.

AS:CE - www.bg.battletech.com/errata/

350 Rules - www.wolfsdragons.com/alpha-strike-core-tournament-rules-2/

MUL:

Abbreviation for Master Unit List. The Master Unit List is the official repository of all units that are available to the Battletech universe. Website is here: www.masterunitlist.info

Multiple Attack Roles:

Separate attack rolls (2D6) are made for each point of damage the unit would deliver at that range. See Multiple Attack Rolls in the AS:CE book for more details on detailing Special Weapon Attacks.

OAT:

Objective. Area. Template. These templates mark the objectives in the various scenarios. OAT's have different functions outlined in each scenario.

Proxy:

A proxy is something you use to represent a model that you do not have. This proxy should be of the same type (mech, combat vehicle or battle armor), similar size and shape.

INDEX

ARMY CONSTRUCTION AND RULES

1. Faction and Era Rules
1. Squad Sizes
2. Army Construction Rules
2. Chassis and Variants (Rule of 2)
2. Army Unit Restrictions
2. Pilot Skill Rules
2. Unit and Abilities Not Allowed
2. Protomech Rules
3. Off-Board Artillery Support
4. Banned Units
4. Example 350 Point Army

SCENARIOS

5. Scenarios
5. Pre Game Turn Order
6. Bunkers
7. Capture the Flag
8. Domination
9. King of the Hill
10. Stand Up Fight
11. Overrun
12. Head Hunter
13. Hold the Line

FORMAT RULES

14. Front Load Initiative
14. Non-Infantry Cover
15. Over Kill
15. Casual Rules
15. Premier Rules
16. Paint and Model Rules
16. Colors/ Proxies / Bases
16. Miniature Modification
17. In Game Clarifications
17. Additional Rules
17. Open Beta Rules
 - Preset Terrain
 - Deliberate Overheating
 - Stealth On/Off
18. End Phase Order
18. Line of Sight / Depth 1 Water
18. Game State and Missed Opportunity

TERRAIN RULES

19. Terrain Rules
19. Terrain Placement
20. Primary Terrain
20. Secondary Terrain

TOURNAMENT ORGANIZATION

21. Tournament Organization
21. Materials Required
22. General Tournament Rules
22. Time Line Per Game
22. Championship Rounds
23. Scoring
23. Dropped Players and Byes
23. Tie Breakers
24. Floor Rules
24. Slow Play
24. Judging

350 MATERIALS AND GUIDLINES

25. 3" OAT (printable)
26. 5" OAT (printable)
26. 1" OAT (printable)
27. Artillery Support Cards (printable)
28. Match slips (printable)
29. Miniature and Proxy Rules
30. Code of Conduct
31. Glossary



FACTION and ERA

Each Player must choose one Faction and one Availability Era table to make their 350 army.

Units selected outside the player's chosen Faction and Era are deemed to be invalid and are removed from that player's army for the remainder of the tournament.

On the FACTIONS tab in the MUL, pick a Faction then an Availability Era. You will notice when your unit list is tabulated if additional faction lists should be included for your chosen faction, it is included in gray just to the right of the Faction and Era chosen. When creating your list be sure to include this Generic List in your filter options on the UNITS tab.

When choosing a Faction be sure to include the corresponding "Generic" list of units.

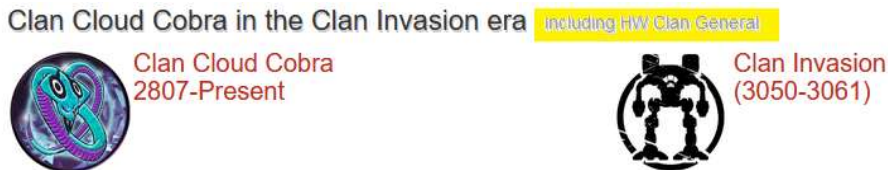
There are 4 Generic Lists available on the MUL:

- Inner Sphere General
- Periphery General
- Inner Sphere Clan General (IS Clan)
- Home World Clan General (HW Clan)

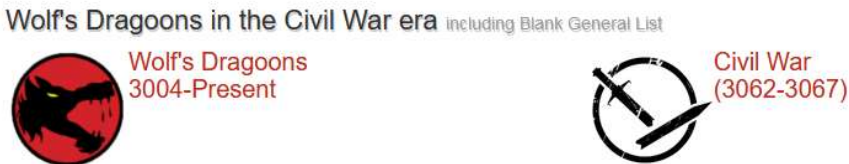
- - *Blank General List* means there is no General List attached to that Faction.

Example: Kell Hounds, Mercenary, and Wolf's Dragoons will not have a General List included.

Example of Faction with General List to be included:



Example of Faction with no General List to be included:



Example of UNITS tab filter options

 **Factions (0)**

☒ Federated Suns

☒ Inner Sphere General

 **Availability Era (0)**

☐ Star League

☐ Early Succession War

☐ Late Succession War - LosTech

☐ Late Succession War - Renaissance

☐ Clan Invasion

☐ Civil War

☒ Jihad

☐ Early Republic

☐ Late Republic

☐ Dark Ages

☐ ilClan

*Missing eras do not have unit data available at this time

Squad Sizes

Battle Armor Unit Squad sizes are dependent on the Faction and Era chosen by the player.

ARMY CONSTRUCTION RULES

Maximum Army Point Value (PV) = 350 points

Types of Units allowed for 350 army construction.

Battlemechs
Omnimechs
Industrial mechs
Protomechs
Combat Vehicles
Conventional Infantry
Battle Armor

Units with the following special abilities can be taken but are unable to use that ability:

ART special ability
DCC special ability
MDS special ability
HPG special ability
BOMB special ability

Units and Abilities Not Allowed

Units with the DRO ability

Aerospace
Advanced Aerospace
Support Vehicles
Advanced Support Vehicles
Any unit that is Experimental Tech Level.
Alternate Munitions
Pilot or Command Special Abilities
Formation Bonuses
Any unit that is Unique in the chosen Era.
Any unit that is Extinct in the chosen Era.
Any unit with an "Unknown" rules designation.

Trailer Units

Trailer Units must be deployed attached to a unit with HTC special ability.

Army Unit Restrictions:

Armies may have no more than:

- 16 units per Army
- 12 of any Mech Type (Battlemech/ Industrial/ Omnimech)
- 8 Combat Vehicles
- 5 of any Infantry Type (includes Battlearmor)
- 5 ProtoMechs (further rules on page 3)

No more than 10 units per scenario

An army can only have a JMPS combined value of 2. Either 2 units with JMPS1, or one unit with JMPS2

Pilot Skill

Skill levels may only go as low as 2, and as high as 6

Players are allowed 2 units at the extremes of skill adjustment.

Examples:

1. Two Units at Skill 2, none at Skill 6
2. Two Units at Skill 6, none at Skill 2
3. One Unit at Skill 2 and One Unit at Skill 6

Chassis and Variants (Rule of 2)

Players may only have up to 2 units that share the same chassis name in their Army.

BattleMechs, OmniMechs, and IndustrialMechs cannot share the same variant in an Army.

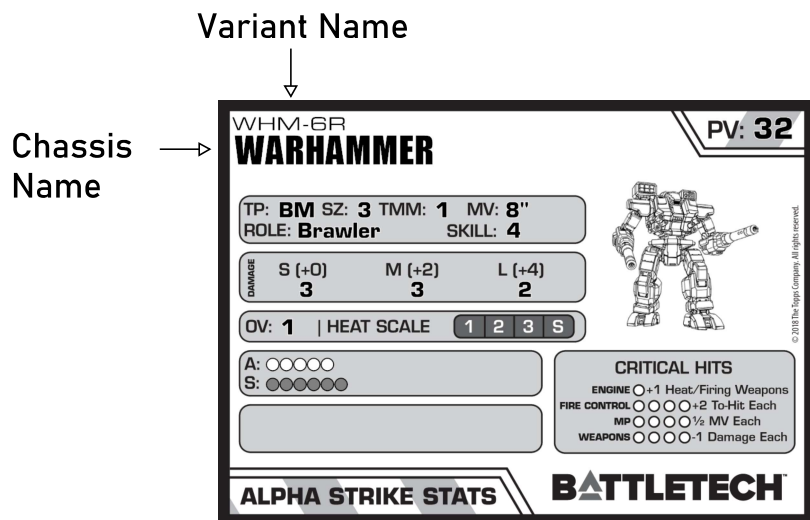
All other unit types are allowed two units of the same chassis, and the same variant.

Example on next page

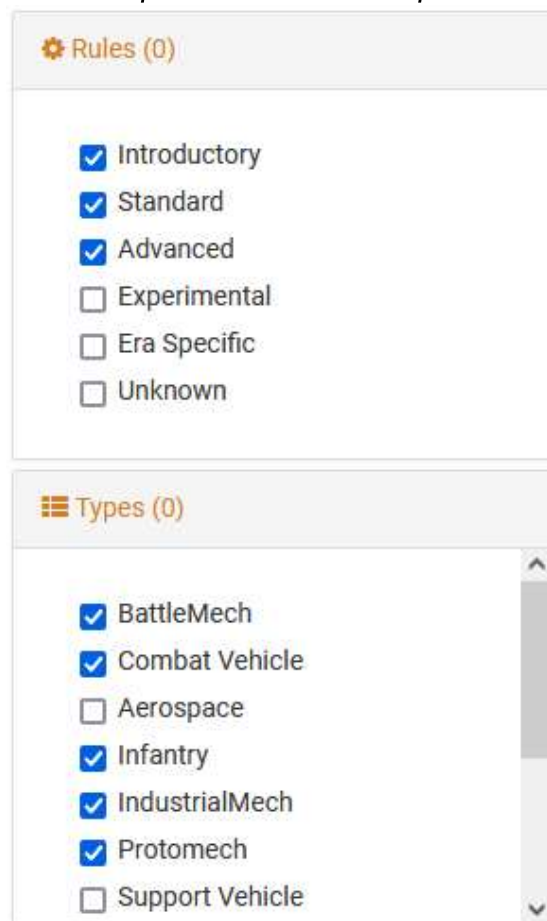
ProtoMech Rules:

You must include all 5 ProtoMechs in any scenario that you are using ProtoMechs.

ProtoMechs must all follow Rule of 2



Example of UNITS tab filter options



Off-Board Artillery Support

Off-Board Artillery Support Rules are found on AS:CE page 56.

Off-Board attacks are not modifiable and follow the rules on AS:CE Battlefield Support page 54.

Players must include their Off-Board Artillery Support cards as units in their 350 point army total and in their 250 point force per scenario.

Off- Board Artillery Support is declared during the controlling players Attack Phase. Off-Board Artillery Attacks resolve in the same turn.

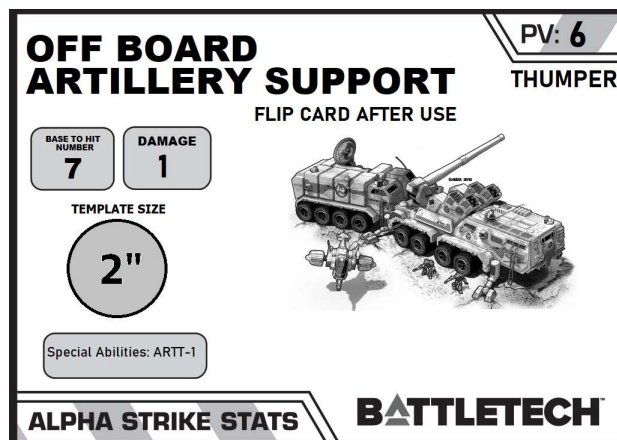
Alpha Strike cards are found on page 25.

Off-Board Artillery follows the Rule of 2:

Example: A Player may have 2 Snipers and 2 Thumpers. This would constitute as 4 units in a players Army/Force.

Off Board Artillery automatically counts towards your opponent's MOV whether it is used or not.

Off Board Artillery attacks require a spotter for each attack.



All units must be a valid unit on the Master Unit List (MUL) located at www.masterunitlist.info

Banned Units:

This section of the construction rules will list the Unit(s) that are not allowed to be included in any 350 Tournament List.

A unit will be banned if it is determined to be "unhealthy" for the overall gaming experience, or based on the frequency that is used in Premier Level Tournaments.

Currently there are no banned units.

EXAMPLE LIST:

Clan Steel Viper / Clan Invasion

	Skill	Pts
Gladiator (Executioner) Prime	4	51
Mad Cat (Timber Wolf) Prime	4	54
Mad Cat (Timber Wolf) B	4	48
Black Hawk (Nova) Prime	4	41
Puma (Adder) Prime	4	30
Stinger - 3Gb	4	22
Crab -CRB-27b	4	33
Viper (Dragonfly) A	4	38
Elemental Battle Armor (Flamer)	4	17
Elemental Battle Armor (MG)	4	16

Total
350



Prime
GLADIATOR (EXECUTIONER) PV: 51

TP: BM SZ: 4 TMM: 2 MV: 10"/8"
ROLE: Sniper SKILL: 4

Character S (+0) M (+2) L (+4)
4 4 4

OV: 0 | HEAT SCALE 1 2 3 5

A: ○○○○○○
S: ○○○○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: CASE, OMNI, JWPW1

ALPHA STRIKE STATS **BATTLETECH**

Prime
BLACK HAWK (NOVA) PV: 41

TP: BM SZ: 2 TMM: 2 MV: 10"
ROLE: Skirmisher SKILL: 4

Character S (+0) M (+2) L (+4)
5 5 0

OV: 4 | HEAT SCALE 1 2 3 5

A: ○○○○
S: ○○○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: ENE, OMNI

ALPHA STRIKE STATS **BATTLETECH**

B
MAD CAT (TIMBER WOLF) PV: 48

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Sniper SKILL: 4

Character S (+0) M (+2) L (+4)
4 4 4

OV: 0 | HEAT SCALE 1 2 3 5

A: ○○○○○○
S: ○○○○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: CASE, IF1, OMNI

ALPHA STRIKE STATS **BATTLETECH**

A
DRAGONFLY (VIPER) PV: 38

TP: BM SZ: 2 TMM: 3 MV: 16"
ROLE: Striker SKILL: 4

Character S (+0) M (+2) L (+4)
3 3 0

OV: 2 | HEAT SCALE 1 2 3 5

A: ○○○○
S: ○○○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: CASE, OMNI

ALPHA STRIKE STATS **BATTLETECH**

Prime
MAD CAT (TIMBER WOLF) PV: 54

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Brawler SKILL: 4

Character S (+0) M (+2) L (+4)
5 5 4

OV: 1 | HEAT SCALE 1 2 3 5

A: ○○○○○○
S: ○○○○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: CASE, IF2, LRM1/12, OMNI

ALPHA STRIKE STATS **BATTLETECH**

CRB-27b
CRAB PV: 33

TP: BM SZ: 2 TMM: 2 MV: 10"
ROLE: Sniper SKILL: 4

Character S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 5

A: ○○○○
S: ○○○○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: ENE

ALPHA STRIKE STATS **BATTLETECH**

(MG)
ELEMENTAL BATTLE ARMOR PV: 16

TP: BA SZ: 1 TMM: 1 MV: 6"
ROLE: Ambusher SKILL: 4

Character S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 5

A: ○
S: ○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: AM, CAR4, MEC

ALPHA STRIKE STATS **BATTLETECH**

Prime
PUMA (ADDER) PV: 30

TP: BM SZ: 1 TMM: 2 MV: 12"
ROLE: Sniper SKILL: 4

Character S (+0) M (+2) L (+4)
3 3 3

OV: 1 | HEAT SCALE 1 2 3 5

A: ○○○○
S: ○○○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: ENE, OMNI, OVL

ALPHA STRIKE STATS **BATTLETECH**

STG-3Gb
STINGER PV: 22

TP: BM SZ: 1 TMM: 3 MV: 14"
ROLE: Striker SKILL: 4

Character S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 5

A: ○○
S: ○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: ENE

ALPHA STRIKE STATS **BATTLETECH**

(Flamer)
ELEMENTAL BATTLE ARMOR PV: 17

TP: BA SZ: 1 TMM: 1 MV: 6"
ROLE: Ambusher SKILL: 4

Character S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 5

A: ○
S: ○

CRITICAL HITS
ENGINE ○-1 Heat/Firing Weapons
FIRE CONTROL ○○○○-2 To-Hs Each
IMP ○○○○-1 MV Each
WEAPONS ○○○○-1 Damage Each

SPECIAL: AM, CAR4, HT1-4, MEC

ALPHA STRIKE STATS **BATTLETECH**

SCENARIOS

There are 8 scenarios in the 350 Alpha Strike Tournament Format. Each one is designed to pit one army vs another in an objective based competitive match. First player to score 4 objectives is considered the winner.

Some scenarios favor fast light units that are able to quickly get in and out, others call upon the raw firepower and toughness of Assault Mechs. This is where as a player you must decide the right balance when creating your 350 point armies.

Rules:

Each scenario allows a maximum of 250 points from their 350-point army to be used during the game. There is no minimum amount of points needed for each scenario. There is a maximum of 10 units allowed per scenario.

Each scenario is played on a 42" x 36" map. Each player designates their home edge along one of the 36" edges.

Each scenario requires the Components listed on the Scenario Page, as well as 10 pieces of terrain as described in detail on the Terrain Rules page 17.

Pre Game Turn Order:

1. Once 2 players have been paired together each player exchanges their 350-point army list with the other player. *NOTE: In Premier Events, only the list of units is exchanged not the AS cards.*
2. After players have had time to go over each other's lists players must then decide which units out of their 350-point army they will use. Only during the Deployment Phase will your opponent know which units you have chosen.
IMPORTANT NOTE: Pre-generated 250 points lists are highly encouraged.
3. Each player then rolls 2D6 to determine the Terrain Phase Initiative winner. The player with the highest total can either
 - a) Place the first piece of terrain on the board (following the Terrain Rules of placement), or
 - b) Automatically win the first Initiative Phase after deployment.
4. Place all the Objective Area Templates that pertain to the current scenario onto the battlefield.
5. Players then take turns placing one piece of terrain at a time until all terrain pieces are set.
IMPORTANT NOTE: If OAT's are stacked on top of hill terrain, make sure measurements are double-checked before the game starts.
6. Players then roll for Deployment Phase Initiative. The player who lost the roll places their first unit onto the board in the 2" deployment zone along their home edge. Players then alternate deploying their forces making sure to keep in mind that at any point one player's forces are double their opponent's forces, they must place 2 units.
7. Once all forces are deployed, and any OAT measurements are double-checked, Round 1 begins with the decision made from Terrain Roll in step 3.

BUNKERS

ROLL
NUMBER
1

Components:

- 3 Red Bunker Templates (3")
- 3 Blue Bunker Templates (3")
- 6 D20's (for damage trackers)

Objective:

Destroy opponents Bunkers

Additional Set Up:

Place a D20 on top of each Bunker Template showing (20) representing the armor value of each bunker

Rules:

Bunker Templates are immune to HT, IF, and ART damage.

Bunkers are 1" in height, except for the Wedge portion which is 0" in height.

Bunkers are able to hold any size unit that stands on top of the non-wedge portion of the template.

Bunkers are only allowed to take damage from Weapon or Physical attacks that can draw a straight line of fire to the yellow portion of the Bunker Template (Door).

Players cannot Damage or Infiltrate their own bunkers.

Bunkers are considered buildings and therefore Immobile.

Win Conditions:

First player to destroy all opponents' bunkers (4 objective points) wins the game.

(If the game goes to time) the player who has the most objective points wins the game.

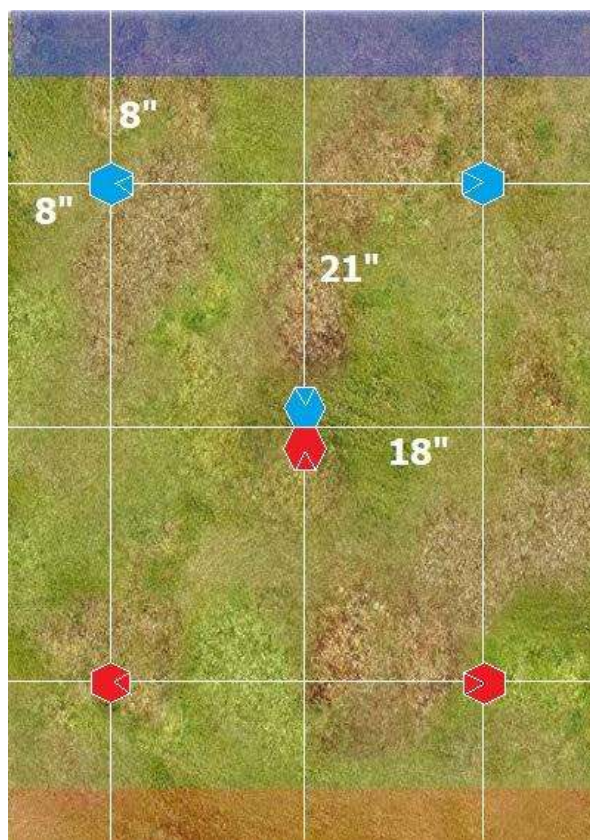
(If objective points are tied) the player who destroyed the most bunkers wins the game.

(If there are equal amounts of Bunkers destroyed) the player who dealt the most total Bunker damage wins the game.

Bunker Infiltration:

During the End Phase (Step 1), when a Battle Armor (BA) or Infantry (CI) unit that is in base-to-base contact with the yellow "Door" portion of the template and at ground level, that unit is removed from the board and is to be considered inside the Bunker. These Units are considered off-board until they return the following End Phase (Step 1).

During the End Phase (Step 2) BA/CI units are returned to the board in base-to-base contact with the yellow "Door" portion of the template and grounded. BA/CI units are allowed to use their normal movement (no sprinting) to clear the Bunker Template before it is destroyed.



During the End Phase (Step 3) the Bunker Template is destroyed, dealing 3 points of damage to any unit on the Bunker Template.

Scoring:

Each Bunker has its own damage tracker. Damage done collectively to any of the bunkers should be tracked by that player for tie breaker purposes.

Objective Point Scoring:

For every 15 points of total Bunker damage, the Player receives one Objective point.

CAPTURE THE FLAG

ROLL
NUMBER
2

Components:

- 3 Flag Tokens (Purple, Orange and Green)
- One Blue and one Red Objective Area Templates (3")
- One Purple, one Orange and one Green Objective Area Templates (3")

Objective:

Retrieve and Deposit 4 flags from the 3 Objective Area Tokens in the middle of the map.

Additional Set Up:

Place corresponding Flag Tokens on their matching color Objective Area Template.

Rules:

In order to "Pick Up" the flag, any type of unit must have a portion of their base on the OAT and must be grounded, dismounted and uncontested. During the end phase (Step 1), a unit that has met these conditions is considered to be carrying the flag if they choose to.

Units that have "picked up" the flag are to place the token in base-to-base contact with that unit.

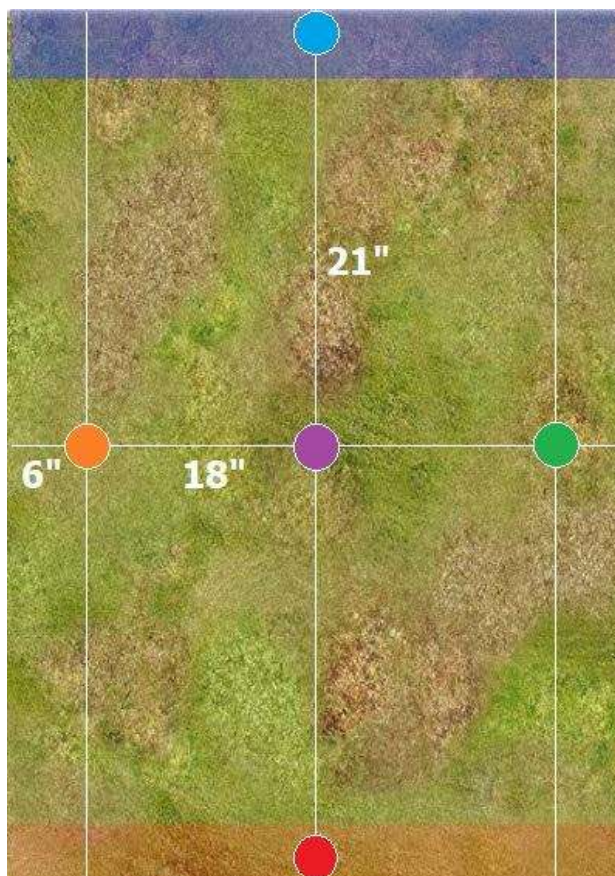
If a unit drops the flag due to elimination, the flag must stay where it is and cannot be moved until another unit "picks up" that flag.

In order to pick up the flag on the field, a unit must be grounded, dismounted, uncontested and in base-to-base contact with the flag token during the end phase (Step 1).

Units may only carry one flag at a time.

Units may "pass" the flag to another friendly unit. In order to pass the flag both friendly units must be in base-to-base contact with each other, grounded, dismounted, and neither unit is in base-to-base contact with an opposing unit. During the End Phase (Step 3) the flag is successfully transferred to the other friendly unit.

Units transporting BA/CI carrying a flag may also carry another flag.



Scoring:

Whenever a Flag Token is inside a Team Base that is uncontested in the End Phase (Step 2), that Team scores one point, regardless if the unit carrying the flag token survives.

Units must be grounded /dismounted in order to deposit the Flag Token inside the Team Base.

Once a Flag is deposited, the Flag Token re-spawns on its corresponding OAT during the End Phase (Step 4).

Objective Point Scoring:

For each flag deposited, a player receives one Object Point.

Win Conditions:

First player to score 4 points wins the game.

(If the game goes to time) the player with the most objective points wins the game.

(If points are tied) Follow Tie Breaker rules on page 21

DOMINATION

ROLL
NUMBER
3

Components:

- 5 Objective Area Tokens (3")
- 4 Red Team ID tokens
- 4 Blue Team ID Tokens

Objective:

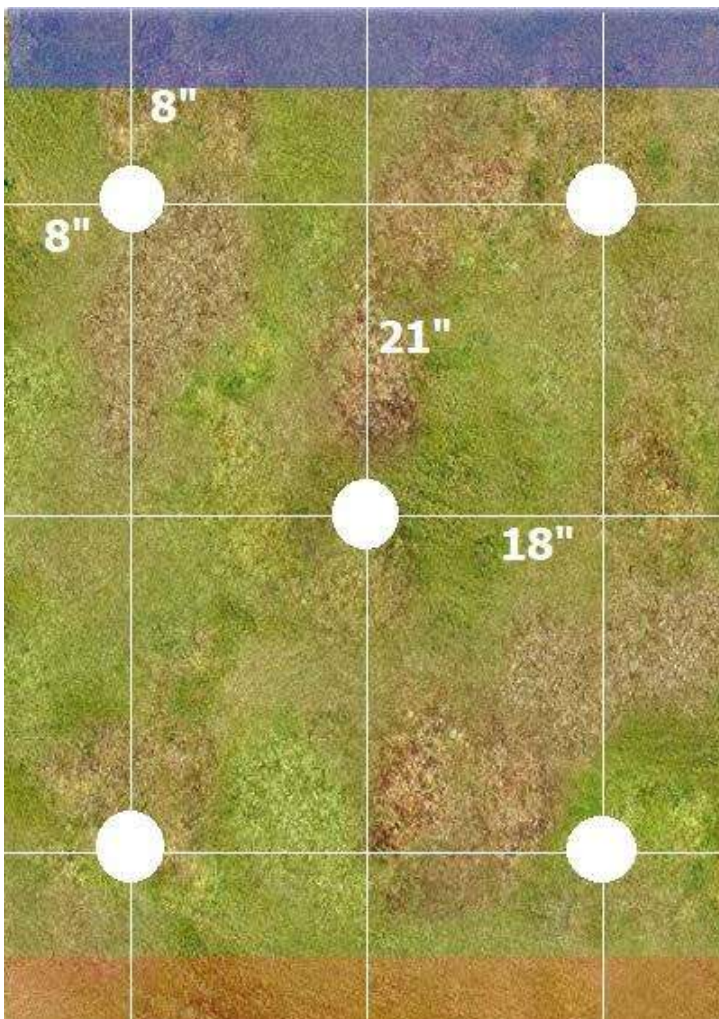
Control 4 out of the 5 Objective Area Templates.

Rules:

To claim an OAT a unit must be grounded, dismounted, and uncontested on any portion of the OAT in the end phase (Step 4).

If an opposing Team Token exists, replace it with one of your Tokens.

If the OAT is contested in the End Phase, remove all Team Tokens from the OAT.



Scoring:

Each OAT with a player's Team Token on it at the end of the game represents one objective point for that player.

Objective scoring is not cumulative between turns but evaluated during the End Phase of each round.

Objective Point Scoring:

Players receive one Objective Point for each Objective Area Template they control at the end of the game.

Win Conditions:

The player that controls 4 objectives simultaneously during the End Phase wins the game.

(If the game goes to time) the player who controls the most objective area templates wins the game.

(If points are tied) Follow Tie Breaker rules on page 21

KING OF THE HILL

ROLL
NUMBER
4

Components:

- One Objective Area Token (5")

Objective:

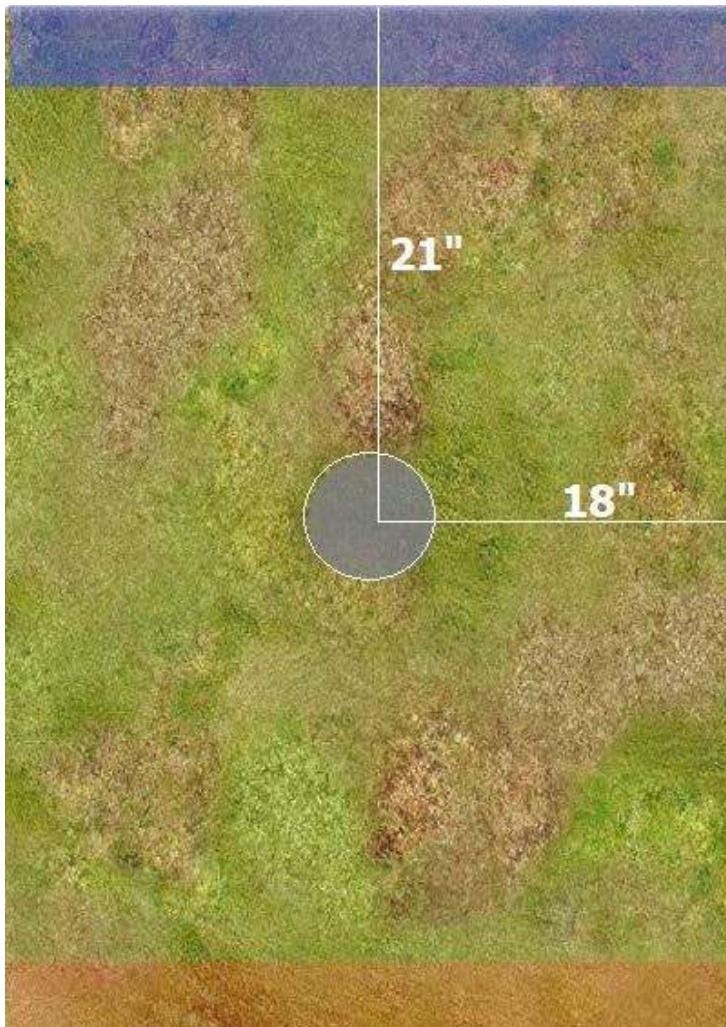
Earn an Objective point by having a greater combined size total within the OAT in the End Phase.

Rules:

Each unit must have its base on a portion of the Objective Area Template (OAT) and have survived the End Phase (Step 4) in order to have its unit size counted towards the Total Unit Size.

Units must be grounded in order to have its unit size counted towards the Total Unit Size.

Protomechs, Battle Armor, and Conventional Infantry do not count for combined unit size.



Scoring:

During the End Phase (Step 4), each player combines the total size of their grounded units (excluding Protomechs, Battle Armor or Infantry) inside or on the King of the Hill Objective Area Template.

Objective Point Scoring:

The player with the most combined size is awarded one objective point. If the Combined Sizes are equal, there are no points awarded to either player for the round.

Win Conditions:

The first player to score 4 objective points wins the game.

(If the game goes to time) the player with the most objective points wins the game.

(If objective points are tied) Follow Tie Breakers on page 21

STAND UP FIGHT

ROLL
NUMBER
5

Components:

-No special items required

OBJECTIVE:

Destroy all your opponents units.

Rules:

Reminder that when scoring PV destroyed be sure to use the Crippling Damage rules.

Found in the Common Terms at the beginning of the Rules or on AS:CE page 127



Scoring:

After you destroy an opponent's Unit, add that unit's PV to your score total.

Objective Point Scoring:

65 PV destroyed = 1 Objective Point
130 PV destroyed = 2 Objective Points
195 PV destroyed = 3 Objective Points
All units destroyed = 4 Objective Points.

Win Conditions:

If a player has eliminated all of their opponents Units during the end phase (Step 4), they win the game.

(If game goes to time) The player with the most Objective Points scored wins the game.

(If objective points are tied) Follow the Tie Breaker Rules on page 21

OVERRUN

ROLL
NUMBER
6

Components:

-Player Tokens to mark zone control

Objective:

Control Zones A, B and the opponent's Home Zone.

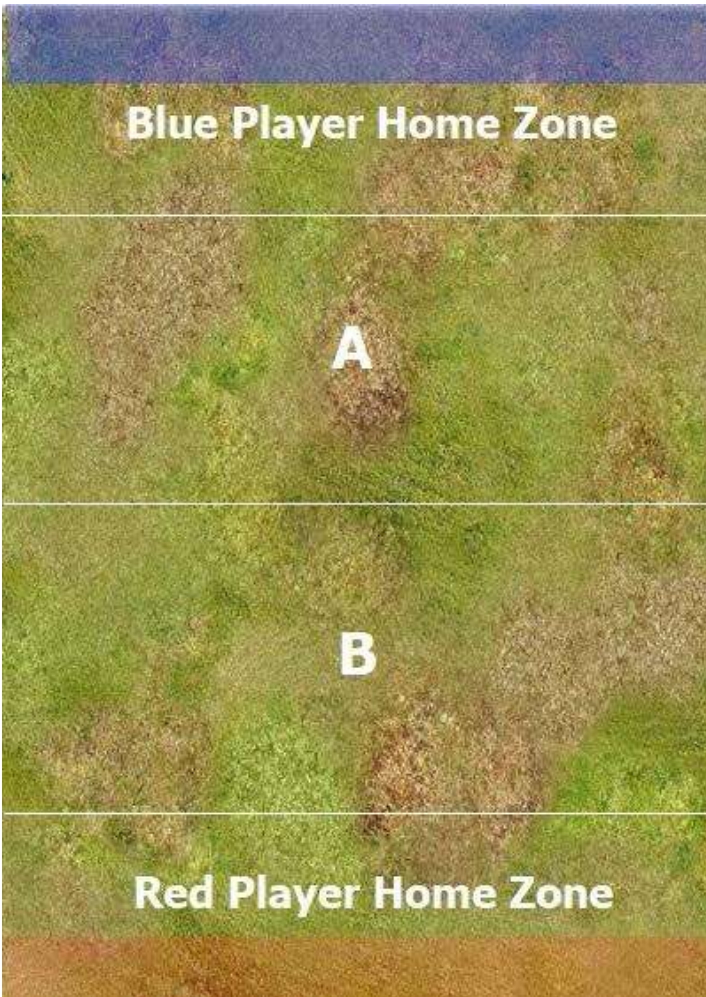
Rules:

Each player's Home Zone is the nearest 8" of the playing field to their starting edge. The remaining 2 zones are separated at the center line (21" from either player's starting edge).

During the End Phase (Step 4), the player with the most combined unit size in a zone controls that zone. If tied, the zone is contested and loses any control by previous owner.

A unit's base may overlap the border between 2 zones. If the base overlap is uneven, it will contribute its unit's size to the zone in which the greater portion of its base occupies. If a base is evenly split between 2 zones, the controlling player must declare at the end of the unit's movement which of the 2 zones its unit size is being contributed towards.

Players must have a unit in a zone to retain control of that zone.



Scoring:

Zones A and B are worth one Objective Point.

The opposing player's Home Zone is worth 2 Objective Points.

Contested Zones are worth 0 objective points.

Points are scored at the end of the game.

Win Conditions:

If during the End Phase (Step 4) a player has control of zones A,B and their opponent's Home Zone, that player wins the game.

(If game goes to time) The player who has the highest score wins the game.

(If the score is tied) The player who controls their opponent's Home Zone wins the game.

(If still tied) Follow the Tie Breaker Rules on page 21

HEAD HUNTER

ROLL NUMBER 7

Components:

- 2 Red Objective Area Tokens (1")
- 2 Blue Objective Area Tokens (1")

Objective:

Destroy your opponent's Command Units and recover your opponent's Tokens.

Rules:

Each player is required to designate 2 units as a Command Unit. Command Units cannot be Battlearmor (BA) or Conventional Infantry (CI).

This information will be conveyed to the opponent when the designated unit is deployed.

When a designated Command Unit is destroyed, remove that unit and replace it with a 1" Token of the destroyed units color.

In order to pick up the Token, a unit must be grounded, dismounted and uncontested during the End Phase (Step 1).

Friendly units are allowed to contest, but not pick up, friendly Commander Unit Tokens.



Scoring:

Players will receive one Objective Point for each Command Unit destroyed and each Token that is captured.

Win Conditions:

The first player to eliminate both of their opponents Commanders and collect their Tokens during the End Phase (Step 4) wins the game.

(If game goes to time) The player with the most Objective Points scored wins the game.

(If objective points are tied) Follow the Tie Breaker Rules on page 21

HOLD THE LINE

ROLL
NUMBER
8

Components:

- 3 Blue Objective Area Templates (1")
- 3 Red Objective Area Templates (1")

Objective:

Capture all of the opponent's Objective Area Templates

Rules:

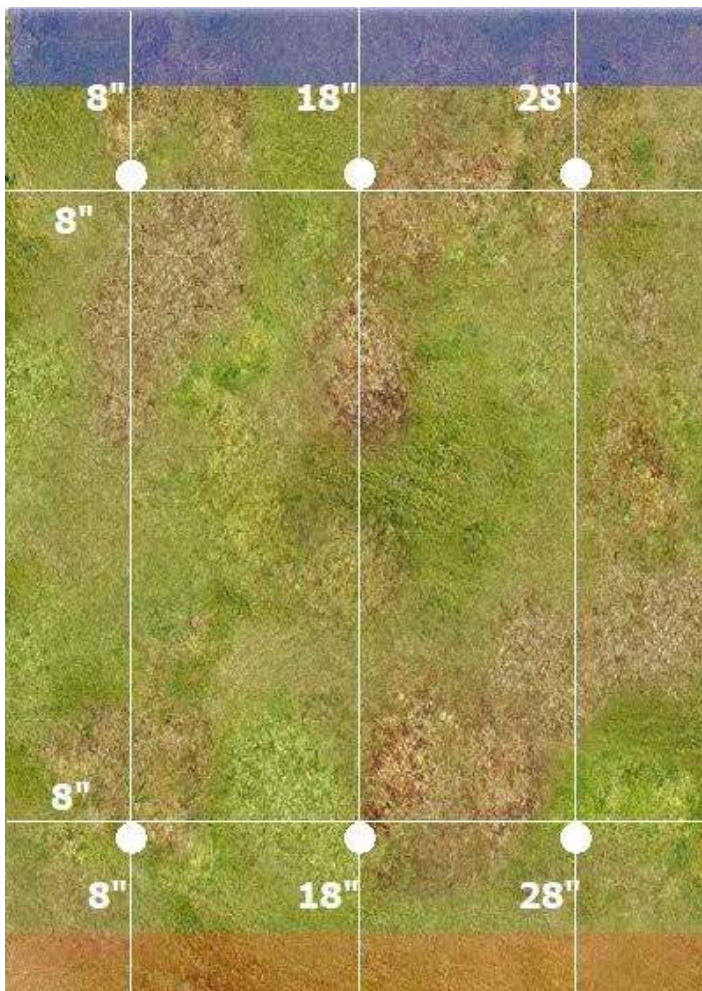
Each player places their corresponding Objective Area Templates according to the diagram below. OAT's are placed on the near side of the 8" line from players Home Edge (not the center).

If a friendly unit is overlapping any part of an opposing player's OAT during the End Phase (Step 4), the OAT is considered captured and removed from the board.

Player's may overlap their own OAT.

OAT's cannot be contested.

Units must be grounded and dismounted in order to overlap an Objective Area Template



Scoring:

The Right and Left OAT's are worth one objective point

The Center OAT is worth 2 objective points.

Win Conditions:

If during the End Phase (Step 4) a player has captured all 3 of their opponents OAT's, that player wins the game.

(If game goes to time) The player who has the captured the most of their opponents OAT's wins the game.

(If still tied) Follow the Tie Breaker Rules on page 21

FORMAT RULES

The 350 Format uses the basic rules found in the beginning of the Alpha Strike Commanders Edition (AS:CE)

- Movement
- Combat
- Damage
- Heat

These core rules are the basis that make up Alpha Strike and are to be followed while playing with the 350 Format.

Additional rules will be spelled out in this section. Please read and follow the Errata for the AS:CE as well. This can be found on the Battletech Main page: www.bg.battletech.com/errata/

350 Format deviates from the official rules in some minor ways. Below spells out what is different in 350 play vs AS:CE

FRONT LOADED INITIATIVE

The Movement Phase requires each player to alternate moving their army's units. In a turn consisting of an equal number of units on each side, this simply means that each player takes a turn moving a single unit before their opponent does the same, and so on, until all units are moved.

To maintain fairness, unequal numbers of units must be moved in proportion. This means that if, prior to any pair of unit movements, one side has more units left to move than the other side, it must move multiple units. If they have more units, they must move 2 units. If they have more than twice as many, they must move 3 units, and so forth.

Units that cannot make a movement this turn do not count toward the unequal number of units.

For example, at the beginning of the Movement Phase, Side A has eight units and Side B has five units. One of Side A's units begins the turn in a transport and cannot move this turn, so Side A only counts seven units.

Side A wins the Initiative. Before the first pair of movements, Side A has more units remaining to move than Side B has remaining to move, so Side B moves one unit, then Side A moves two units.

Now, Side A has five units left to move while Side B has four units left to move. Since Side A still has more units left to move, Side B again moves one unit, and then Side A moves two units. Before the third pair of movements, Side A has three units left to move and Side B has three units. Both sides will now alternate moving one unit at a time until all units have moved.

Here is a breakdown of how many units each player would move in this example turn.

UNEQUAL NUMBER OF UNITS TABLE

Move Number	Units Left to Move		Moves	
	SIDE A	SIDE B	SIDE A	SIDE B
1	5	7	5	7
2	4	5	4	5
3	3	3	3	3
4	2	2	2	2
5	1	1	1	1

USING NON-INFANTRY UNITS AS COVER

A final defensive option available to infantry units is the ability to take advantage of their relatively smaller size to hide behind non-infantry units, such as vehicles and 'Mechs. If an infantry unit is in base-to-base contact with a friendly non-infantry unit at the end of the Movement Phase, it can declare it is using the non-infantry unit as cover for this turn. This cover does not block LOS, but adds a target number modifier to attacks passing through the cover.

USING NON-INFANTRY UNITS AS COVER cont.

The non-infantry unit is treated like a piece of intervening terrain for attacks made against (and by) the covered infantry unit. If an attacker's line of sight to the covered infantry unit passes through the covering unit's base, a +2 terrain modifier is applied to the attack. If the attack is unsuccessful by a margin of 2 or less, the attack is successful against the covering non-infantry unit instead.

Attacks by an infantry unit that is using a non-infantry unit for cover will treat the covering non-infantry unit as intervening terrain that adds only a +1 modifier to the infantry unit's Target Number.

OVERKILL

If a MEC/XMEC capable Battlearmor (BA) is being transported externally and the transport is destroyed, any excess non-AOE damage is automatically transferred to the externally mounted unit without rolling 1D6 per page 48 of AS:CE.

There are 2 formats of competitive play in the 350 Tournament, Casual and Premier. When deciding to run a tournament please make it known to all players which format you plan on running ahead of time.

Casual

This format is to reflect a "pick up" game format. We recommend players still adhere to many of the Premier game play rules, but with more flexibility in terms of Proxies, Painted Unit rules, and additional optional rules listed below. In addition, Tournament Organizers or players can choose to use other optional rules found in the AS:CE, or alter the total Army and Squad Point Values as they wish in order to meet their needs as long as you communicate to your opponent or players what you are adding or subtracting for your event.

Premier

This format is specifically for structured and organized events. The rules set in Premier are to make sure that there is a level playing field and make the game visually appealing. This is intended to draw outside attention and grow the game, as many of these Premier events will take place at conventions and game stores.

No additional Rules may be used during a Premier Event.

AS:CE Optional Rules used for Premier Events

(page numbers may change due to newer editions)

Artillery Support. (pg 54,56)

Terrain (pg. 56-60)

Large Units (pg. 64)

Special Abilities (pg. 76- 91) *

Crippling Damage (pg. 127)

Non Infantry Unit Cover: Page 139 **

Towing (pg. 165)

Low-Altitude Drops: (pg. 160)

ECM/ECCM: (pg. 161)

Multiple Attack Rolls: (pg. 175)

Scatter Rules for Troop Drops: (pg. 181)

* Some Special Abilities have restrictions. See Army Restrictions.

** Destroyed units are removed from the battlefield during the End Phase (step 0).

PAINT and MODELS at Premier Tournaments

Players are expected to come to every tournament or event with a painted 350 army. This is to make sure the game looks amazing and draws in new players to the game.

At the same time we recognize that life happens and that this may not always be achievable for every player.

To strike a fair balance, players participating in Premier Tournaments, all armies that are not painted to the specifications listed below will not be able to finish in the Top 3 nor will they be able to advance to the Top Cut if used.

Colors

In order to be considered to have a valid painted army, there must be a concerted effort to paint a model with a minimum of 3 colors. Judges will have the final call on whether or not a painted army meets the requirement to advance on to the Championship Rounds of any Premier level tournament. *Remember not everyone is Brushido.*

Proxies

Each miniature must be of the same chassis printed on the card used by the player. The miniature is not required to be the same variant. Any publicly sold CGL Plastic Miniature can be used for any variant for that chassis, even if a specific variant metal chassis exists.

The only exception to this rule is if there is not an official miniature made for a legal unit chosen in an Army. In this case, use a legal miniature which closely resembles the unit.

Any miniature including Mechwarrior Online, Mechwarrior: Dark Age Clix, or any 3D-printed models) not sold by or officially licensed by Catalyst Game Labs or Iron Wind Metals is prohibited. SEE PAGE 27 FOR FURTHER EXPLANATION

Bases

All miniatures and models must be attached to an 1.25" hex base that also has the front of the unit indicated clearly on one side of the hex.

Units that are larger or do not fit on a 1.25" hex base must be modified in order to visually see and measure to the base. Only Super Heavy Units are allowed to use a 2" hex base or the 4 hex base made specifically for Super Heavies.

Miniature Modification

All Models must consist of 80% of the original model.

Models must be in an upright actionable pose.

Jumping mechs are allowed but will have LOS to the jumping pose at all times.

Jumping miniature(s) must have j type.

Unit Cards:

The use of electronic means of recording damage in a Premier event is prohibited. The only acceptable means are cards printed from the MUL.

List Submission:

Players must submit their list a minimum of 3 days prior to the event starting in order to have their list verified. Only the TO can extend this time frame. If a player does not submit their list before the event, that player will not be able to place in the top rankings.

**SEE PAGE 27 FOR
MINIATURE, KIT-BASH AND
PROXY RULES FOR
PREMIER LEVEL EVENTS**

IN GAME CLARIFICATIONS and ADDITIONAL RULES

No Opponent Protocol:

During the end phase (step 5), when an opponent does not have any remaining units on the board, the game is over. Any player who has destroyed their opponents army is awarded one additional Objective Point that is to be added to their total, to a maximum of 4 Objective Points.

Map Direction Set Up:

For each game, the Terrain Initiative Winner's home edge is considered to be the North Direction.

Shutdown Units:

Units that are Shutdown for any reason cannot perform actions, contest an Objective Area Template, or have their size count towards Combined Unit Size.

Sprinting

A sprinting unit can contest a space and have its Unit Size count towards Combined Unit Size.

A Sprinting unit cannot perform these additional actions:

- Pick Up Flags (Capture the Flag)
- Deposit or transfer a Flag (Capture the Flag)
- Enter a Bunker (Bunkers)

Physical and Artillery Rolls

Physical attacks and artillery strikes are a single 2D6 roll for to-hit and dealing damage.

OPEN BETA RULES

Preset Terrain

Some organizers prefer the speed of having terrain preset for their events. This prevents players from being able to stack the terrain in their favor but developing a terrain scheme that is balanced and in line with all the AS350 rules can be difficult. This is a map with all the objective markers for all scenarios superimposed. On the map are colored squares to help organizers visualize where terrain can be placed to not interfere with the objectives and provide a roughly balance map layout.

Red: Large/ Medium Primary up to 2"

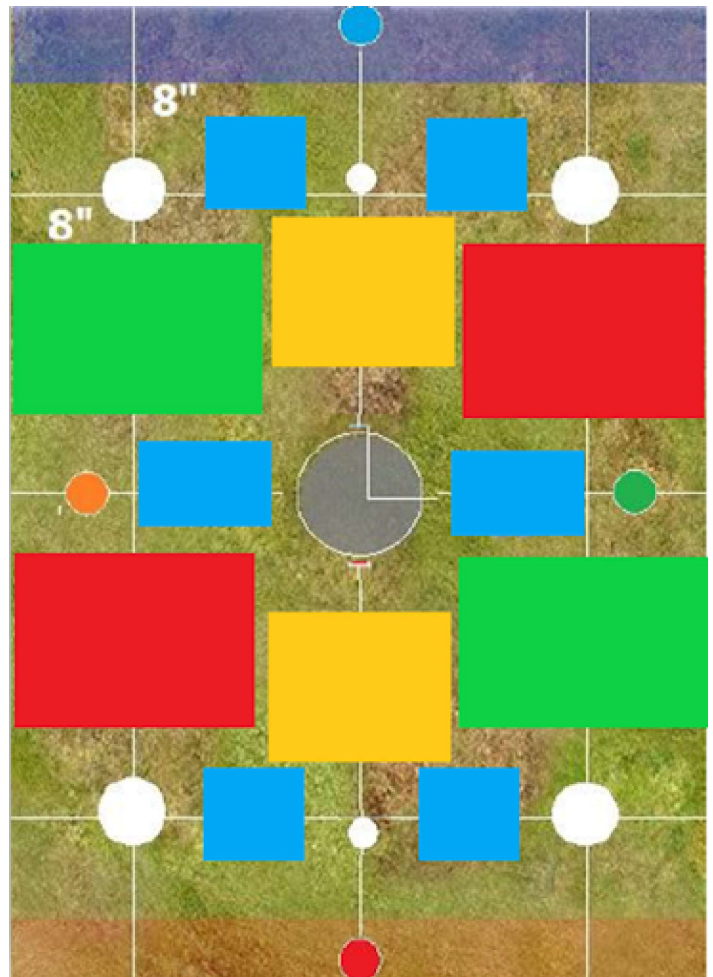
Green: Large/ Medium Secondary

Gold: Medium/ Small Primary up to 2 w/ Small Secondary

Blue: Medium/ Small Secondary

Deliberate Overheating (pg. 53 AS:CE)

Stealth On/Off (pg. 79 AS:CE)



END PHASE ORDER

- Step 0 Complete End Phase according to AS:CE
- Step 1 BA/CI Enter the Bunker or return to the battlefield from the Bunker, Flags are picked up, Commander Tokens picked up
- Step 2 Flags are deposited, BA/CI can move from Bunker after returning to the battlefield.
- Step 3 Bunker is destroyed and damage (if any) is recorded, Flags are passed.
- Step 4 Points are scored, Flags re-spawn
Domination Points are placed, Size total added up and compared, Game winning conditions are checked
- Step 5 No Opposition Rule checked

Line of Sight

Alpha Strike 350 Tournament Format will use True Line of Sight. This means that players use the line of sight from their unit to their target to determine if they can see their target.

Use rules in Alpha Strike: Commanders Edition page 40

Water and Depth 1 LOS

Because game boards cannot reflect units that are in a water terrain feature, players should use the rules outlined below.

1. If you can see the closest point to the target's hex base, then you can see 50% of the target that is standing in water. The target would receive partial cover from standing in the water.
2. If there are 2 or more instances of partial cover, the target is considered to have no Line of Sight.

Example: If a Mech is standing in water and the attacker is seeing the hex base, attacker can see 50% of the target. However, the target receives partial cover for the water. Additionally the target is receiving partial cover from a hill or building, that would constitute 2 partial covers and therefore no Line of Sight.

Game State and Missed Opportunity

Inevitably there are going to be situations where a player has forgotten to do something and may or may not need correcting.

Game State:

These situations are defined as something that must happen. In these situations a player or players have forgotten to do something in the game that the game dictates must happen. These situations must be corrected.

Missed Opportunity:

This is when a player or players forget to do something that the game does not dictate must be done. Instead it is an option a player may have done, but forgot. These situations do not get corrected.

Examples

Game State:

Player A overheated their Marauder by one on the Heat Scale to do extra damage. During the following movement phase, Player A moved the Marauder its full movement forgetting that it has a -2" of movement due to the heat. While shooting, Player A notices that his Mech was unable to move the full movement. In this scenario, the Mech was not allowed to move that far and therefore should move his Mech backwards 2" along the path the Mech took to get to the position it was in.

Missed Opportunity:

Player A has Battle Armor riding into battle on one of their OmniMechs. Player A is able to move into the rear arc of another unit and wants to deploy their BA so they can shoot. They forgot to place the BA movement dice next to the BA (indicating that the BA are on the board and not mounted). Because Player A forgot to place a movement dice down next to the BA, they are effectively still mounted onto the OmniMech, and therefore are unable to make an attack.

TERRAIN RULES

Terrain Phase Order:

Make sure OAT's are placed in correct positions before setting terrain.

Players must roll for Terrain Initiative before the game starts. The player who wins the roll will decide one of the following:

- (a) Place the first piece of terrain and cede the first initiative roll to their opponent or,
- (b) Automatically win the first Initiative roll after terrain is set and forces have deployed and cede the first terrain placement to your opponent.

Players then alternate turns placing terrain until all terrain pieces have been placed.

Double-check that all Objective Area Templates are in their correct positions before ending the Terrain Phase Order.

All terrain must be placed on the map before the game can begin.

Terrain Placement Rules:

Each piece of terrain (at ground level) must be 2" away from any other piece of terrain or Objective Area Templates.

The map edge is not considered a terrain piece, therefore terrain may touch the edge of the map. However you may not place any terrain piece in the deployment zones.

Stacking:

All terrain and Objective Area Templates are allowed to be stacked on top of Hill Terrain only.

Objective Area Templates that are stacked must have the full template situated on the hill. (no hanging over or overlapping)

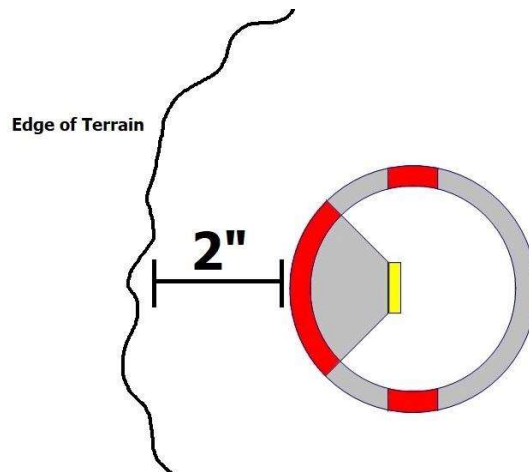
Objective Area Templates may only be stacked on a level 2 hill, no higher.

Staircase Rule

All stacked terrain must have a 2" clearance or "step" on at least one side to allow all ground units to be able to reach the next level.

Bunker Templates:

Objective Area Templates for the Bunkers Scenario must have a 2" clearance in front of the Wedge Portion of the Bunker Template.



All games must have a total of 10 pieces of terrain: 1 large, 2 medium, and 2 small for each Primary and Secondary Terrain.

Listed below are the maximum diagonal widths of any terrain piece. Each terrain piece must have a diagonal width within 2" of the maximum size allowed.

Primary Terrain

- (1) Large = 15"
- (2) Medium = 10"
- (2) Small = 5"

Secondary Terrain

- (1) Large = 10"
- (2) Medium = 7"
- (2) Small = 5"

Primary Terrain Types Allowed

- Hills
- Buildings *
- Dropships **
- Boulders

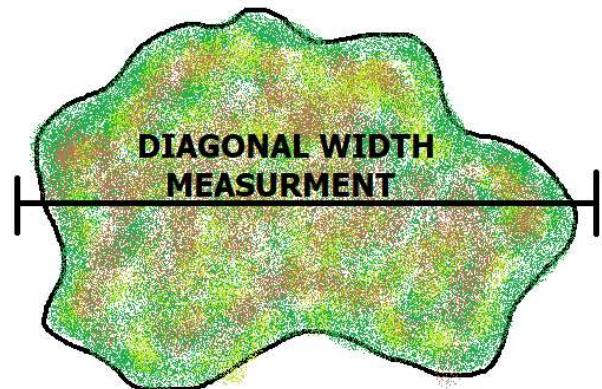
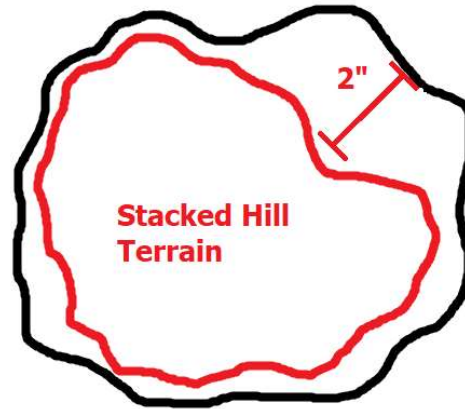
* Buildings cannot be attacked or destroyed. They cannot do anything other than block LOS

** Dropships serve as buildings only and cannot attack or do anything other than block LOS

Secondary Terrain Types Allowed

- Hills
- Buildings
- Trees (woods)
- Water (max depth 1)
- Deep Snow
- Jungle
- Swamp
- Mud
- Lava
- Boulders
- Rough Terrain
- Rubble
- Craters: Use Water rules for determining line of sight

Staircase Rule



All Terrain Height is rounded normally

Terrain Components:

Within any Terrain there may be rocks, buildings, boulders, etc. These components are considered apart of the Terrain Template and therefore do not follow the 2" clearance from other terrain pieces rule.

Example: A Large Primary Terrain piece has several buildings inside the template that are 1" away from each other. As long as the Large Primary Terrain Template is 2" from another Terrain piece, it is considered legal.

General Tournament Rules:

Each player is required to bring a 350 point list that adheres to the Army Construction Rules.

All scenarios are maximum 250 point games.

Each game is 80 minutes in length.

The number of games played in a Tournament is determined by the number of players.

All tournaments will be played in a Swiss Format.

All maps will be 42" x 36" with the 36" edges as players' Home Edges.

Each map will be played with 5 Primary Terrain pieces (1 Large, 2 Medium and 2 Small) and 5 Secondary Terrain pieces (1 Large, 2 Medium and 2 Small). All 10 pieces of terrain must be placed on the table.

All scenarios are randomly rolled on the Scenario Roll Table. Do not repeat scenarios unless specified.

Time Line per Game:

T0 Rolls for Scenario

Pre Game Clock starts (10 min)

- Players exchange lists
- Players determine their 250 Force
- Roll for Terrain
- Set terrain
- Deploy Forces

Game Clock starts (80 Min)

- Players start the game
- T0 announces time remaining every 20 min

End of Game

- Players finish the round they are on
- Put back terrain in the middle of the table
- Turn in Match Slips to T0

T0's are encouraged to allow a 10 min break in between rounds before posting new table assignments and rankings.

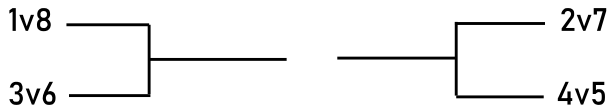
<u>ROLL #</u>	<u>SCENARIO</u>
1	BUNKERS
2	CAPTURE THE FLAG
3	DOMINATION
4	KING OF THE HILL
5	STAND UP FIGHT
6	OVERRUN
7	HEAD HUNTER
8	HOLD THE LINE

<u>PLAYER #</u>	<u>ROUNDS</u>
4-8	3
9-18	4
19-32	5 *
33-64	5 *

*Championship Rounds

SINGLE ELIMINATION OPTION:

After 5 rounds of play, take the top 8 players in the rankings and those players will play a single elimination Championship Bracket using the remaining 3 scenarios not used during swiss.



SWISS OPTION:

After 5 rounds of swiss play, take the top 8 players and play another 3 round swiss using the remaining scenarios not used during first swiss rounds.

SCORING

When scoring matches for a 350 tournament there are 3 categories players are expected to fill out on their match slip.

Win/Loss:

Each match slip will contain a box under the player's name. The winner of the match should indicate with an "x" in the box.

Objective Points:

Each player is responsible for writing down how many Objective Points they have scored for each Scenario.

Each Scenario has an Objective Points score explained on the Scenarios page.

Margin of Victory (MOV):

Each player subtracts their opponent's remaining Point Value that is left on the board from 250.

*Crippling Damage is used to calculate the Points Destroyed score for units that are crippled on the battlefield. AS:CE page 127

There is no Forced Withdrawal rule in this rule set.

Match Slip Example

PLAYER #1 NAME <u>Joshua</u>			PLAYER #2 NAME <u>Natasha</u>		
☐ WINNER			☒ WINNER		
OBJECTIVES	MOV	DROP	OBJECTIVES	MOV	DROP
<u>4</u>	<u>165</u>	<u>X</u>	<u>4</u>	<u>182</u>	<u> </u>
Bunkers ☒	Domination ☐	Head Hunter ☐	Stand Up Fight ☐	ROUND # <u>4</u>	
Capture the Flag ☐	King of the Hill ☐	Hold the Line ☐	Overrun ☐		

Dropped Players and Byes:

If during the course of a tournament a player decides to drop out from the tournament after it has begun, or there is an unequal number of players, then a bye must occur. A player receiving a bye is rewarded a Modified Win.

Modified Win: If a Player does not have an opponent that player will receive a Win, 2 Objective Points, and 125 Points Destroyed Score.

*** If for some reason a player must leave the table and not return, their opponent receives the Full Win (4 Objective Points, and 250 Points destroyed)

Tie Breakers:

If both players in a match end up with the same Objective Points, the Tie Breaker Order to determine the winner goes as follows:

1. Any Tie Breaker Rules in the description of the Scenario (King of the Hill and Bunkers)
2. Most Point Value Destroyed (This is separate from Margin of Victory)
3. Player who brought the least amount of PV to the match
4. Player who brought the least amount of PV in their total 350 points

FLOOR RULES

Movement should be measured from the back of the hex base to the back of the hex base.

If a player rolls dice and knocks over a miniature, terrain, objective area template or token, the player who did not roll the dice is responsible for replacing the moved piece back into the original position without changing the unit's original facing or direction.

Good sportsmanship is required and any questions or debates that arise will be resolved by a Judge.

Judge's decisions are final. Not everyone is perfect, arguments can lead to disqualifications. Remember, rule #1 is to have fun.

Each table will have round markers. These round markers are to reflect which round a table's match is currently on. At the beginning of each turn before initiative is rolled, players are required to advance the turn marker.

If die is consider to be cocked, the pair must be re-rolled.

SLOW PLAY

Turn markers are to help Judges accurately determine the flow of all games going on. It will also be used as an indicator that one or both players are taking too long on decisions and therefore slowing the pace of the game down.

Judges are encouraged to prompt players to speed up if they are not keeping pace with other games. That Judge should then check that game play speed has increased.

If a Judge determines that the table has not picked up play, they are to issue a warning to both players.

After the warning has been issued and pace of play has still not been resolved, player or players will be issued an automatic game loss.

Following a player receiving an automatic game loss due to slow play, any further slow play warnings for that player will result in the player being disqualified from the tournament.

JUDGING

Judges are expected to have full knowledge of the Alpha Strike: Commanders Edition, as well as full knowledge of the rules in this booklet.

Handle disputes calmly and fairly. If calls are 50/50, have each player roll 2d6 and the highest outcome wins the disagreement, however note that this should only be used as a last resort.

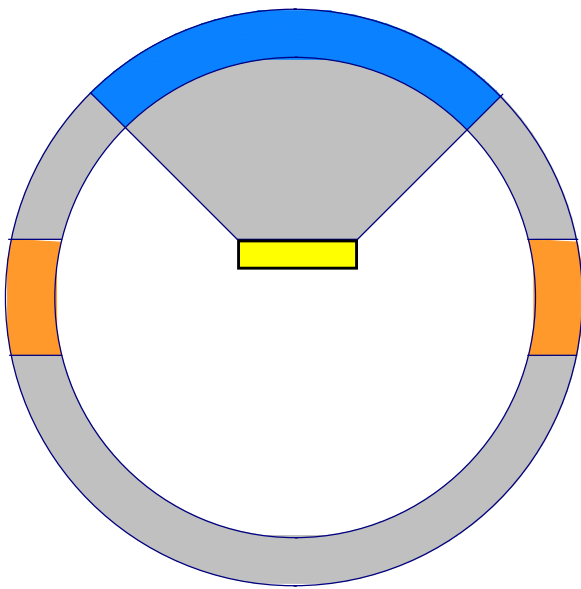
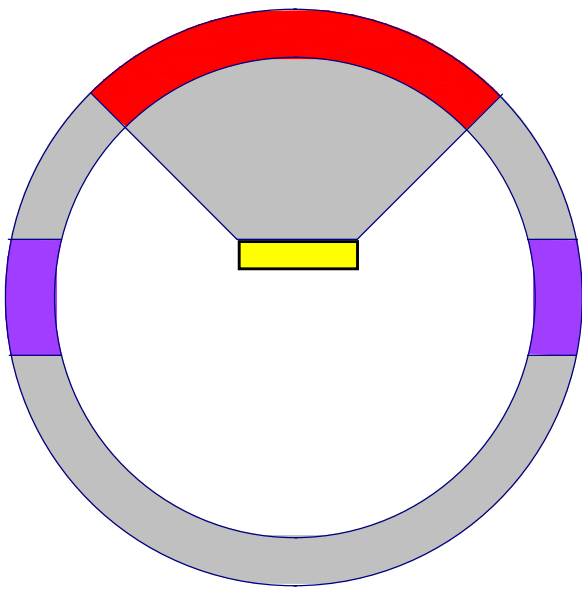
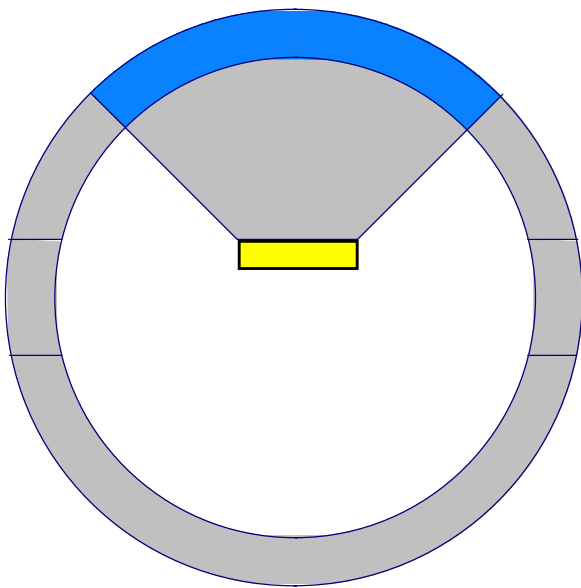
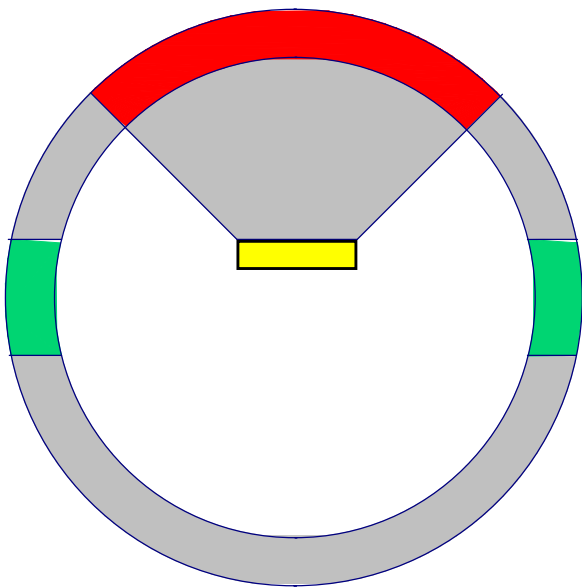
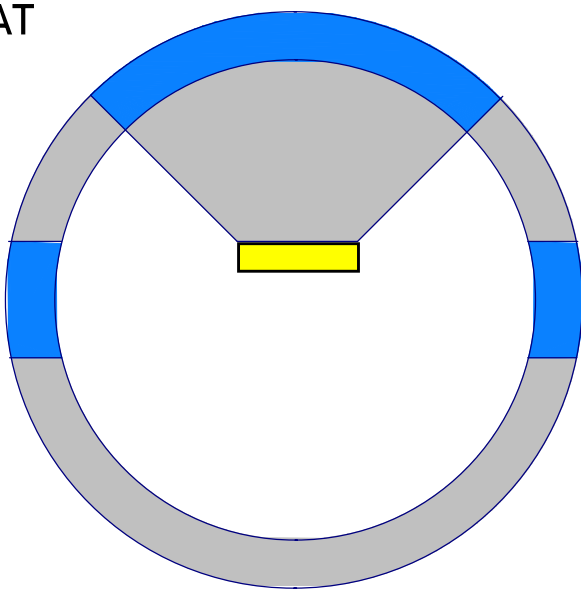
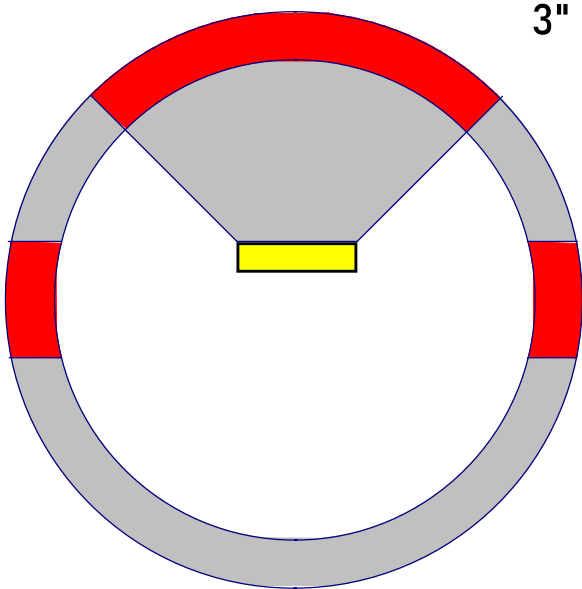
While we encourage players to try and handle disagreements themselves, players should use the judge in disputes when both players are unable to reach an agreement.

Judges should have the following items at their disposal for every tournament:

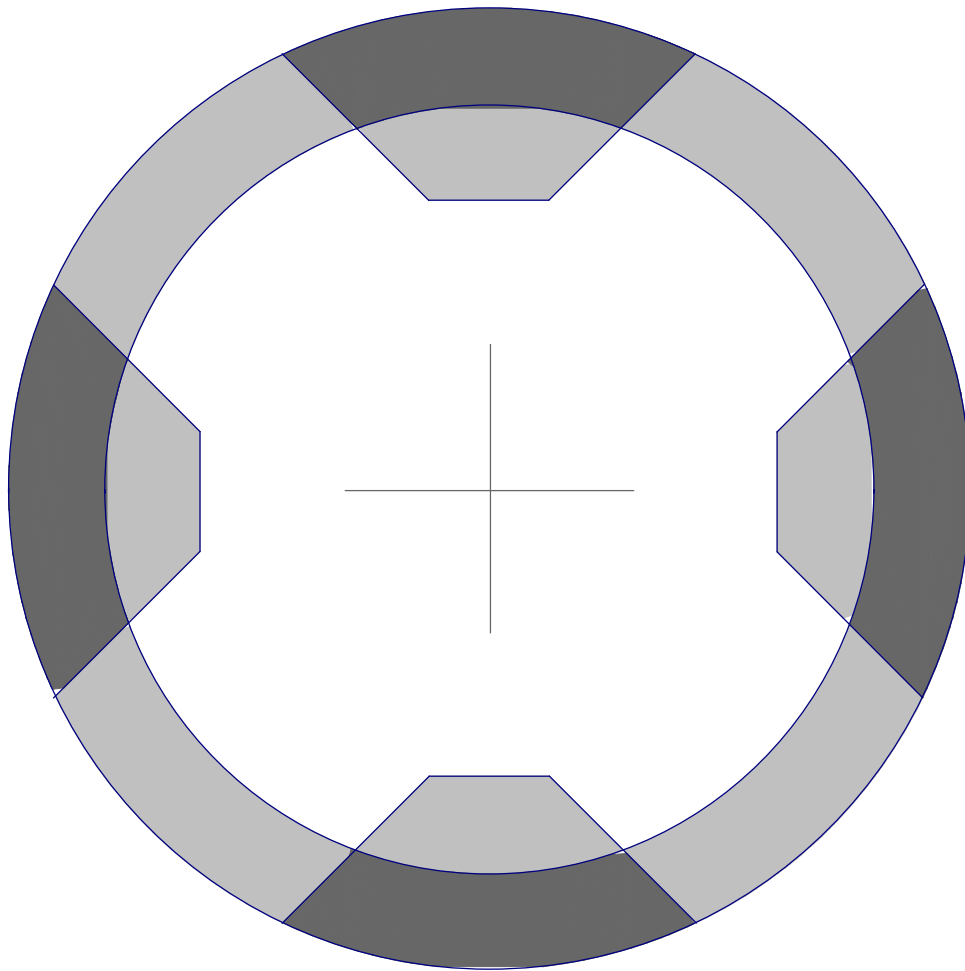
- Laser pointer or some tool to measure Line of Sight
- Extra 2d6 dice
- This rulebook
- Tape Measure
- Alpha Strike: Commander Edition
- Notepad for note taking.

BE SURE TO CUT TEMPLATES ON THE LINES

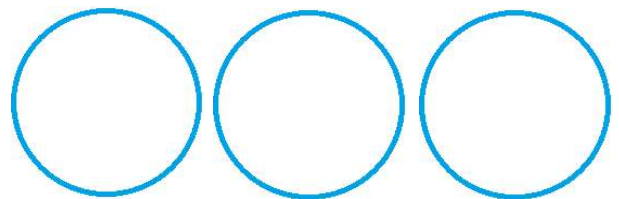
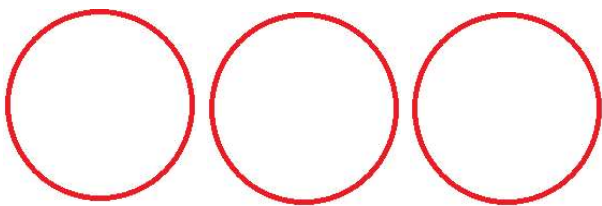
3" OAT



KING OF THE HILL 5" OAT



HOLD THE LINE & HEAD HUNTER 1" TOKENS



OFF BOARD ARTILLERY SUPPORT

PV: 6
THUMPER

BASE TO HIT
NUMBER
7

DAMAGE
1

TEMPLATE SIZE

2"

Special Abilities: ARTT-1

FLIP CARD AFTER USE



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 9
SNIPER

BASE TO HIT
NUMBER
8

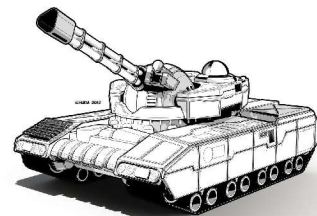
DAMAGE
2

TEMPLATE SIZE

2"

Special Ability: ARTAIS-1

FLIP CARD AFTER USE



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 6
THUMPER

BASE TO HIT
NUMBER
7

DAMAGE
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TEMPLATE SIZE

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FLIP CARD AFTER USE



ALPHA STRIKE STATS

BATTLETECH

OFF BOARD ARTILLERY SUPPORT

PV: 9
SNIPER

BASE TO HIT
NUMBER
8

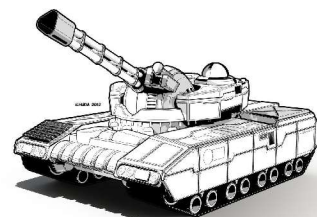
DAMAGE
2

TEMPLATE SIZE

2"

Special Ability: ARTAIS-1

FLIP CARD AFTER USE



ALPHA STRIKE STATS

BATTLETECH

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PV: 9
SNIPER

BASE TO HIT
NUMBER
8

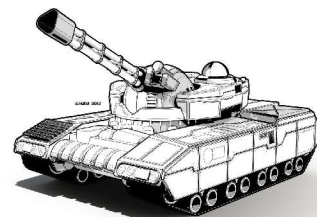
DAMAGE
2

TEMPLATE SIZE

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Special Ability: ARTAIS-1

FLIP CARD AFTER USE



ALPHA STRIKE STATS

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PV: 9
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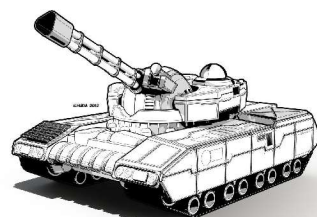
DAMAGE
2

TEMPLATE SIZE

2"

Special Ability: ARTAIS-1

FLIP CARD AFTER USE



ALPHA STRIKE STATS

BATTLETECH

PLAYER #1 NAME _____

☐ WINNER

OBJECTIVES

MOV

DROP

Bunkers ☐

Domination ☐

Head Hunter ☐

Capture the Flag ☐

King of the Hill ☐

Hold the Line ☐

PLAYER #2 NAME _____

☐ WINNER

OBJECTIVES

MOV

DROP

☐ Stand Up Fight ☐

☐ Overrun ☐

ROUND # _____

PLAYER #1 NAME _____

☐ WINNER

OBJECTIVES

MOV

DROP

Bunkers ☐

Domination ☐

Head Hunter ☐

Capture the Flag ☐

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King of the Hill ☐

Hold the Line ☐

PLAYER #2 NAME _____

☐ WINNER

OBJECTIVES

MOV

DROP

☐ Stand Up Fight ☐

☐ Overrun ☐

ROUND # _____

MINIATURE AND PROXY RULES

The following miniatures are prohibited for use in AS350:

- Reproduction miniatures like those done from non-official molds or on 3D printers
- Miniatures for other non-CGL competing games (ex: other Mech or RPG games)

Examples of this: Mechwarrior Online, Mechwarrior: Dark Age Clix, Macros Miniatures, or any 3D printed models (Stratos/Steel Warrior Studios)

“Kit-bashing” otherwise known as creating a mini, mini variant that is not currently in production by using another miniature's parts or parts meant for kit-bashing on a standardly produced mini. Any addition of the following parts must still follow the 80/20% rule. This means that 80% of the mini must be purchasable from a 1st retailer. Custom things cannot represent more than 20% of the mini.

Bits

1. “Decoration” - paint, flock, etc. (Decals are a separate issue, covered later.)
2. Anything sculpted from raw materials (green stuff, clay)
3. Crafting bits (brush bristles, plasticard, brass tubing, etc.)
4. Bits from the modeling community made for generic use. (This includes bits from IWM that are not specific for CGL Games)
5. Bits from other non-CGL games (ex: competing Mech or RPG games)
 - #1-4 are acceptable.
 - #5 is not acceptable.

Decals

- Decals with official artwork (e.g., house, clan, and unit logos) should only come from Fighting Piranha Games (the license-holder), unless they are made by the CDT member themselves.
- Decals of other things (warning stripes, generic things like stars and numbers, etc.) can come from any source.
- Freehand painting logos/art is also acceptable.

3D Printing

1. CDT member designs, sculpts, and prints a piece (missile pack, gun barrel, etc.)
 - This is essentially hobby sculpting like the bits section 2 but on the computer
2. The piece (“bit”) is an open-source design either printed by the CDT member or received as a gift that is legally allowed to be given (so no money changes hands & the giver has the right to redistribute).
3. The bit is part of a design owned by another company printed for personal use under Fair Use that does not violate the above mentioned bits rules. (ex: is not for a competing Mech or RPG game)
4. The bit is part of a design sold by another company, the agent bought it appropriately, and it does not violate the other bits rules. (ex: is not for a competing Mech or RPG game)
5. A full miniature that is an open-source design that does not violate the other bits rules (ex: is not for a competing Mech or RPG game)
6. A full miniatures sold by another company that does not violate the other bits rules (ex: is not for a competing Mech or RPG game)
7. Anything not obtained legally (ex: 3D mini files illegally obtained-- almost all files bought by 1 person do not allow that 1 person to redistribute the file).

#1-4 are acceptable

#5-7 are not acceptable.

An example of #1/#2 is this Catapult K5 made by an agent. The majority of the mini is CGL plastic; only the arms are 3D-printed. The agent started with an existing (open-source) missile pack design and altered it in size and shape (so a hybrid between #1 & #2).

Code of Conduct

All organizers, judges, players, and spectators are expected to conduct themselves in a way that ensures everyone has fun. Remember we are playing this game to HAVE FUN.

The following are not tolerated:

Foul or Abusive Language – No one should be subjected to foul or abusive language, bullying and other forms of harassment, and has the right to a clean, enjoyable gaming experience. There are acceptable substitutions such as FRAK or Fudge that are family friendly.

Bullying: This including hazing, discriminatory or derogatory language, comments or activities will not be tolerated at any level.

Theft: All individuals participating in events should feel safe, and feel their property is safe. Please ask before touching anyone's miniatures. If you are caught stealing, you will forfeit your right to play.

Improper Attire – Wearing of obscene, demeaning, or overly revealing attire is not allowed. You may be asked to leave if you are wearing anything that we believe to be inappropriate. This is at the organizers discretion.

Poor Personal Hygiene – Body odor, and general “unkempt” appearance that can offend others around you is distracting and unnecessary. We can and will ask you to leave and “freshen up” before continuing your game.

Drugs or Alcohol – illegal drugs are a hard no. Alcohol will be at the discretion of tournament organizers and venue. Please know your limits and don't exceed them. If it becomes a problem, you will be asked to leave.

All individuals should be respectful of our venue and clean up after their games. Food is to be single-serving only.

Pictures may be taken during the event. If you do not want to be photographed please let your TO know.

Please keep the following in mind while playing:

Respect: Players, spectators, organizers, and property should be treated with the same respect that players would expect for themselves and their property. Distracting an opponent or a judge to gain advantage shows disrespect to everyone involved in an event.

Fairness: Games cease to be fun when players break the rules to achieve victory. A player should prefer to lose a game than to win by cheating.

All decisions of the judge are final. Remember things can be interpreted differently. If there is a disagreement. A 2D6 will be rolled. The winner of the roll decides the outcome.

Honesty: Players of any game should strive to act honestly while playing that game. If a player inadvertently breaks a rule during a game and becomes aware of the error before his or her opponent or a judge, that player should make the opponent and the judge aware of the misplay.

Please arrive on time for events. Keeping an entire tournament waiting for you is disrespectful. If you are going to be late or unable to attend, please contact us.

Sportsmanship: Winning or losing with grace is vital to the enjoyment of any game. The desire to continue playing a game can be soured by players that berate their opponents after winning or losing a match. Demeaning, disrespectful comments, or actions before, during or after a game indicate poor sportsmanship and will not be tolerated.

Children under the age of 13 MUST be accompanied by an adult at all times.

Above all have FUN!

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GLOSSARY

A

Ability Restrictions....2
Additional Rules....17
Army Construction Rules....2
Army Unit Restrictions....2
Artillery Attacks....17
Artillery Restrictions....3
Artillery Support Cards....27

B

Banned Units....4
Base Measurement....17
Bunkers....6

C

Chassis....2
Capture the Flag....7
Casual Rules....15
Colors....16
Championship Rounds....22
Code of Conduct....30

D

Domination....8
Dropped Players and Byes....23
Depth 1 Water....18

E

Example 350 point Army....4
End Phase Order....18

F

Faction and Era Rules....1
Floor Rules....24
Front Load Initiative....14

G

Game State and Missed Opportunity....18
General Tournament Rules....22
Generic List....1

H

Head Hunter....12
Hold the Line....13
Hex Base....16

I

In Game Clarifications....17
Invalid List....21

J

Judging....24
JMPS Restrictions....2

K

King of the Hill....9

L

16. Line of Sight18

M

Miniature Modification....16,29
Materials Required....21
Map Size....5
Map Direction....17
Modifying....16,29
Modified Win....23
Match Slip Print Page....28
Master Unit List Web Page....3
Margin of Victory (MOV)....23

N

No Opponent Protocol....15
Non-Infantry Cover....14

O

Off Board Artillery....3
Overrun....1
Optional Rules....15,17
OAT - 3"....25
OAT- 1" & 5"26
Overkill....15

P

Pilot Skill Rules....2
Protomech Rules....3
Pre Game Turn Order....5
Premier Rules....15
Paint and Model rules....16
Primary Terrain....20
Physical Attacks....17
Proxies....16,29

R

Rule of "2"....2

S

Squad Sizes....1
Scenarios....5
Stand Up Fight....10
Secondary Terrain....20
Scoring....23
Slow Play....24
Shutdown Units....17
Sprinting....17
Scenario Roll Table....22
Staircase Rule....19

T

Tournament Rules....14
Terrain Phase Order....19
Terrain Rules....19
Terrain Placement....19
Tournament Organization....21
Time Line per Game....22
Tie Breakers....23
Tampering....21
Trailers....2

U

Unit Restrictions....2

V

Variants....2